

L10 - Donald Duck Farm

main



export let gro: number = 12
 export let com: number = 7
 export let meat: number = 11
 export let apple: number = 16

windows: add EventListeners "load"

load

handleLoad III

handleLoad

event: Event

let newLear: Animal = new Lear("cat", "grey", "M", "M")
 let newLiften: Animal = new Liften("Liften", "brown", "F", "Back")
 let newDog: Animal = new Dog("dog", "meat", "Z", "woof")
 let newPig: Animal = new Pig("pig", "apple", "J", "oink")

newLear.draw()
 newLiften.draw()
 newDog.draw()
 newPig.draw()

add EventListeners "click"

click

handleClick II

handleClick

for (let animal of animals)

animal.eat()
 animal.run()
 animal.doSpecialAction()

UML Diagram L10.1 Old McDonald's Heritage

